FREE!

MMOZine

Issue 17 | December 2009

Free Magazine For MMO Gamers. Read it, Print it, Send it to your mates

SPECIAL FEATURE

10 FOR 2010!

Something for everyone in our 2010 preview

CATCHING UP WITH...

Bounty Bay Online

BEYOND THE HORIZON

PLUS! 500 CHRISTMAS SETS AND STARTER PACKAGES UP FOR GRABS!

THE PAST, PRESENT AND FUTURE OF THE ORIGINAL PIRATE MMOG

+ EXPANDED

Lord of the Rings Online: Siege of Mirkwood

If you thought the Mines of Moria were dark and foreboding…

+ REVIEWED

EVE Online: Dominion

The universe may not have expanded by much, but it's got a lot more interesting

+ REVIEWED

Runes of Magic: The Elven Prophecy

Happily receiving more of the MMOG that just keeps on giving

PLUS FROGSTER Q&A + ALGANON REVIEW + CHAMPIONS ONLINE UPDATE

Welcome to MMOZine

It's been a year of transition for MMOGs. The first half seemed barren, and the MMOG skies seemed a little grey. And the games that did shine, Free Realms and Runes of Magic, suggested that we should be preparing to embrace microtransactions.

The second half of 2009 started well with Champions and Aion. Both largely delivered on the promises they made but neither seemed to set the MMOG landscape ablaze or do much to lead a counterattack against the free-to-play spearhead.

2010 is when things are going to get interesting, as the settings, gameplay and access into playing MMOGs will widen like never before. And we'll have big new expansions for the likes of EVE, LoTRO and the mighty World of Warcraft. What a year it will be.

Richie Shoemaker, Editor
mmozine@gamerzines.com

MEET THE TEAM

The MMOZine massive were told to go forth and multiplay, which they did…

MEGAN CLARK
Hoping the old-school revival will be born out in Mortal Online.

PAUL PRESLEY
Setting phasers for stun in preparation for Star Trek Online.

LESLEY SMITH
For Lesley it will be another WoW-dominated year.

DON'T MISS!

This month's highlights…

RUNES OF MAGIC

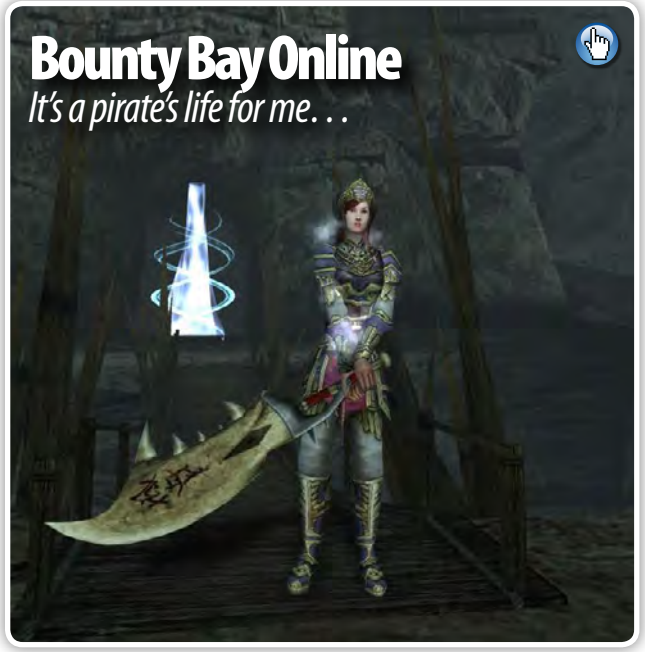
Free-to-play MMOs come of age

Alganon

Social networking comes to the MMO

EVE Online: Dominion

Space expands…



Bounty Bay Online

It's a pirate's life for me…

QUICK FINDER

Every game's just a click away

Warrior Epic
Star Wars Galaxies
Fallen Earth
Face of Manind
Darkfall Online: Conquer the Seas
Torchlight
Dofus 2.0
World of Warcraft
Guild Wars
City of Heroes
Bounty Bay Online
Lord of the Rings Online: Siege of Mirkwood
Eve Online Dominion
Runes of Magic
Champions Online

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AION

PLAYBACK OPTIONS: ENHANCED

A WORLD DIVIDED. A JOURNEY UNCHARTED.

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7 UP

New MMOs and content updates to mark on your calendar with a BIG RED PEN!

Star Wars Galaxies

Developer: SOE | **ETA:** Out now

With everyone getting excited by the story-driven content in The Old Republic, Sony are keen to point out that players of the classic Star Wars have been busy creating more than three million quests of their own, thanks to the Chronicle Master system – one player has created 6,000 playable quests alone.

Warrior Epic

Developer: True Games | **ETA:** Out now

Active for only a few months, it has been decided that Warrior Epic (reviewed in MMOZine #13) will cease operation before Christmas due to a lack of interest. Goa have been operating the game in Europe since launch and will instead put the resources into Warhammer and League of Legends.

Face of Mankind

Developer: Duplex Systems | **ETA:** 2010

Originally released in 2006 and shut down in 2007, Face of Mankind was an intriguing but ultimately flawed shooter-based sci-fi MMOG characterised by factional player-generated content. Its creators announced a year ago that the game would be back, and have just delivered on that promise with the announcement of a new open Beta five years after the first.

Fallen Earth

Developer: Icarus Studios | **ETA:** Out now

Although there are a number of applications that allow you to follow your MMOG characters from your iPhone – including the excellent LotRO Herald and Capsuleer for EVE – we've not heard of many game developers doing mobile apps themselves. What makes the Fallen Earth application interesting is that players will be able to chat, craft items and trade directly through the application rather than simply read for updates. It's out next year.

Dofus 2.0

Developer: Ankama | **ETA:** Out now

The latest version of the phenomenally popular faux-anime MMO cartoon has just been released, offering a brand new graphics engine and, doubtless, plenty of under-the-hood improvements too. Although only new characters are being given access to the new world, migration of v1 characters is scheduled to occur soon.

Darkfall Online: Conquer the Seas

Developer: Adventurine | **ETA:** Out now

The MMOG that it's fun to hate is enjoying the release of a second expansion –at least this one has been given a name. Top of the feature list is the ability for players to acquire floating housing, and conquerable sea fortresses have been introduced. Fixes are numerable, ranging from melee rebalances to many new quests, as well as 'random moving wildlife'. We'll be heading back to Darkfall for an updated review soon.

Torchlight

Developer: Runic Games | **ETA:** 2011

Released last month, Torchlight is a dungeon crawler that has been one of the biggest RPG hits of the year. Although a single-player game, the long-term plan is to remodel the world into a MMOG, with new player classes and PvP.

ON THE RADAR

2010
- Age of Conan: Rise of the Godslayer

2010
- Star Wars: The Old Republic

MARCH
- All Points Bulletin

FEBRUARY
- Star Trek Online

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ALLODS ONLINE

VIDEO 1 VIDEO 2 VIDEO 3

PLAYBACK OPTIONS: ENHANCED FULL SCREEN

ATTACK, DEFEND, LOOT OR PLUNDER! SET SAIL INTO THE ASTRAL WITH ALLODS ONLINE

"Allods Online has the potential to offer something really exciting in a genre that struggles to innovate"

(Videogamer.com, August 2009)

* Yep, you read that right. No subscriptions, ever!
Free to play MMORPG with player controlled space battleship in a fantasy space opera universe.
Allods Online features 2 factions, 28 classes, 1500 quests, PvP, PvE, raid, instance, boss monster, pets, guild, craft.

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gPotato ASTRUM NIVAL PC ONLINE

7 UP

The MMO gets the festive bug, as we bring you a round up of the best Chrimbo treats

Wintersday

Game: Guild Wars | **Date:** Mid-Dec – Mid-Jan

For the players of Guild Wars, Wintersday marks the beginning of the new year. The deities Dwayna and Grenth have their annual battle to determine whether winter will end early or continue a little longer. Players can travel to various cities to enjoy seasonal activities and quests, and obtain collectable pets to keep.

Wookiee Life Day

Game: Star Wars: Galaxies | **Date:** Mid-Dec – Mid-Jan

Held once a year, the Life Day festival has become a staple of the in-game calendar and is also celebrated by other species. Players traditionally receive two gifts – one for them and another to give to a friend – and there's plenty of quests to do and special items to purchase.

Feast of Winter's Veil

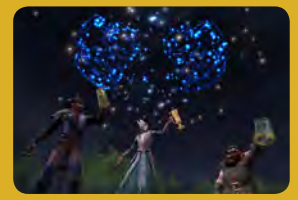
Game: World of Warcraft | **Date:** 15th Dec – 2nd Jan

This December, the good boys and girls of Azeroth can visit Ironforge and Ogrimmar and meet Greatfather Winter beneath the Winter's Veil Tree. On the morning of 25th December, be sure to visit and unwrap your presents. During the festival, you can also buy yummy snacks, mount a rescue expedition to find Metzen the Reindeer or collect mistletoe.

Keg End

Game: Warhammer Online | **Date:** Mid-Dec – Early Jan

Although there are a number of applications that allow you to follow your MMOG characters from your iPhone, including the excellent LotRO Herald and Capsuleer for EVE, we've not heard of many game developers doing mobile apps themselves. What makes the Fallen Earth application interesting is that players will be able to chat, craft items and trade directly through the application rather than simply read for updates. It's out next year.



Winter Event

Game: City of Heroes | **Date:** Late Dec – Early Jan

Not a fantasy fan? Why not try Christmas the superhero way as Paragon City and The Rogue Isles are transformed for the annual yuletide festivities. There are temporary seasonal powers given to all players who log in, as well as loads of missions to do. Last year, for example, you could rescue Baby New Year from Snaptooth, try skiing and enjoy the ski chalet. Oh, and everyone will want one of the halo auras!

Starlight Celebration and Mog Bonanza

Game: Final Fantasy XI | **Date:** Mid-Dec

Moogles love a party, and each year they hold the in-game Starlight Celebration, offering quests and special holiday gifts to the adventurers of Vana'diel. In fact, so famous is this popular event that it even has its own musical theme. This year though, they're also giving away loads and loads of gil in the form of a lottery called the Mog Bonzana – you can find more info on the game's official site.

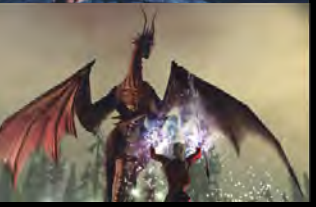
Yule Festival/Siege of Mirkwood

Game: Lords of the Rings Online | **Date:** December

December is an important month for the people of Middle Earth, as not only does it herald the annual Yule Festival but this year also sees the release of the newest expansion – see our review in this issue.

WHAT DIDN'T KILL ME
PREPARED ME FOR WHAT'S COMING.

PLAYBACK OPTIONS: ENHANCED



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10 for 2010

It may be the time of giving, but for MMOG fans it's the season to get excited by all the new games planned for the coming year. For most of us, there can be only one game that will capture our undivided attention, so which will be the game for you in 2010?

1 STAR WARS: THE OLD REPUBLIC

LucasArts / BioWare / ETA: TBC / LINK: www.swtor.com

If there's one company you can trust to spin a decent digital yarn then it's BioWare, the masters of the RPG. Having allied with LucasArts on a number of previous occasions to explore the older Star Wars universe, they're now returning to the Republic for their first MMO. They boast that all major characters will have full voice-acting, and each of the classes will be a mini-RPG on its own, with sidekicks to join your adventures, choices to be made, and permanent actions in place that will define your character for however long you end up playing.

The Old Republic is looking both spectacularly beautiful, and flexible enough to cater to both the single-player leaning gamers and their more hardcore online brethren. There seems little doubt that this could end up being not just one of the games of 2010, but of all time.

The Imperial Agent is one of the most recently revealed classes within the Old Republic universe.

2 GUILD WARS 2

NCSoft / ArenaNet / ETA: Winter 2010 / LINK: www.guildwars2.com

Guild Wars shattered the accepted templates of MMO design by being both subscription free, and PvP focused. A series of expansion packs later fleshed out the world and made it one of the richest online experiences around. The sequel is aiming to do the same thing again, but this time they've let the art of the genius Daniel Dociu take the lead and create a world that is as exotic and weird as any that has ever been conjured for a videogame.

The story for Guild Wars 2 takes place 200 years after the original, in a time when super-bad dragons have awoken and corrupted the world. Players will be focusing on taking down one of these scaly evils, Zhaitan. Veterans of the original can expect much more complex crafting, trade, and non-combatant options, for those times you don't want to be wielding a double-bastard sword.

Amazing environments featured in the first trailer for the game.

3 BLACK PROPHECY

TBC / Reakktor / ETA: Summer 2010 / LINK: www.blackprophecy.com

This is a game that almost didn't happen. Created by the ambitious German team behind early MMO FPS Neocron, Black Prophecy is an open-ended MMO that encompasses trade, PvE and PvP against a sinister backdrop of galactic conflict. Sadly the funding secured by Reakktor was not sufficient, and they had to be bailed out in a deal that both keeps staff in their jobs, and brings the game out in 2010.

Incredibly detailed and looking beautiful, the game promises to bring us a world that is both serious in tone, and sophisticated in its model of space conflict. Players should be able to fill in any number of roles within the game universe, from fighter pilot through to merchant. Real-time combat will likely impress those gamers for whom EVE Online's third-person perspective did not appeal.

Gigantic crystalline spacecraft are pretty much okay by us.

Characters will slot into three very different secret societies, each with their own headquarters.

4 THE SECRET WORLD

Funcom / Funcom / ETA: Summer 2010 / LINK: www.darkdaysarecoming.com

Having taken a long swig from the classic fantasy cup with Age of Conan, the Nordic MMO team at Funcom are now moving on to the modern world. It's a supernatural and conspiratorial take on the modern world, however, as everything you thought was a myth or legend is deemed to be pretty much real. The forces of darkness are closing in to destroy the world, and only three secret societies – The Templars, The Dragon and The Illuminati – stand in their way. The core of the game will be PvE against uglies in the real world, but there's also going to be an extensive PvP game hidden beneath the surface – literally, because the war rages in the hollow Earth, where the societies battle for Agartha, the magic lost city from which powerful magical resources can be harvested. And here's an exciting thing: the game has no levels, and no classes. It's purely skill-based. Intriguing stuff.

5 LEGO UNIVERSE

LEGO / NetDevil / ETA: Summer 2010 / LINK: http://universe.lego.com

You probably like a bit of crafting in your MMO. Perhaps fashion a hat, or brew some potions. But what if everything in your MMO could be crafted… out of LEGO? That's the philosophy behind LEGO Universe, as the developers want to see traffic of ideas between what you see in the game, and real-world LEGO creations – the MMO will feature bricks and builds from all the commercial sets of LEGO out there. Lego is woven into the development philosophy of the game, and LEGO builders can currently upload their creations to the development site, so that the artists creating the game had a better idea of what to include.

The game is going to be a co-operative building and action experience, where you will play alongside other gamers to defeat the enemies of the LEGO Universe. Expect this to be one of the first MMOs you can genuinely play with your kids.

Basic minifig characters will be created from hundreds of existing Lego parts.

Things you've built in the game can be built in the real world, and vice versa.

The entire world is filled with charmingly blocky objects.

6 NEVERDAUNT 8-BIT

RobotLovesKitty / RobotLovesKitty / ETA: TBC 2010 / LINK: http://8bit.neverdaunt.com

Operating somewhere in a similar realm to LEGO, but employing an entirely different take on MMO development, is Neverdaunt 8-bit. Why 8-bit? Well, because this 3D world is designed to look profoundly retro, even if the game itself is full-on 21st century. It's minimalistic, blocky, and brightly coloured. Amazingly, it's also being developed by just one person. He's relying on the ferocious activity of his players to fill the online world with content, having supplied them with a conquest and cash-production mechanic based on building. The core of the game allows players to craft structures – floating palaces, towers, fortresses – and then fight to defend them. The game is only in a free Beta at the moment, but we're expecting it to be funded by micropayments in the coming year. Swing by to check it out, there's nothing else in the gaming world quite like it.

Battles should be more about movement and skill than other MMOs.

7 DC UNIVERSE ONLINE

Sony Online Austin / Sony Online Entertainment /
ETA: 12th May / LINK: http://dcuo.station.sony.com

The superhero MMOs of the past few years have all been rather entertaining, but the comic geek in all of us has long been yearning to play a game where we can run into the *real* Superman or Batman, or go toe-to-toe with a genuine Joker or Doomsday. That's soon going to be possible with DC Universe, the Sony MMO which is going to feature a slew of characters from the historic DC Universe. Needless to say, the two key environments for the game are going to be Metropolis and Gotham City, with other crucial landmarks from the comics, such as Arkham Asylum, acting as a backdrop for your quests and missions. It's not too clear how DC Universe will match up to other superhero MMOs, but early glimpses of the game have shown it to be action-oriented, with spectacular use of physics in combat. A car as a weapon? Yes sir!

8 APB

Real-time Worlds / Electronic Arts /
ETA: March / LINK: www.apb.com

A formidable-looking title. APB, taking it's name from the 'All-Points Bulletin' of American cop communications, is a gang-warfare game based in a modern-day city in which a fictional conflict between criminal and 'enforcement' gangs is taking place. The creative mind behind the project is Dave Jones, who originally came up with the GTA concept. That alone should be enough to grab your attention, but there's much more to this game than meets the eye: it's going to allow for huge 100 vs 100 gang battles, with vehicles, in a huge living city. Unprecedented for an MMO.

The character creator is one of the most impressive we've ever seen, and the game plays like a collision between Counter-Strike and the contemporary Grand Theft Auto games. In terms of finding an MMO with action-game credentials, there's unlikely to be anything quite this accomplished appear in 2010.

Astonishing character creation tools should ensure that no two people look alike.

9 JUMPGATE EVOLUTION

NetDevil / Codemasters / ETA: Summer 2010 / LINK: www.jumpgateevolution.com

There are a few seminal MMOs out there that are still ongoing, but are largely forgotten by the gaming public. One of these is Jumpgate, the space MMO which appeared around 2001. It remains active to this day, and Jumpgate Evolution is a remake and relaunch by the same team, a decade on. Set in a colourful galaxy of traders, bounty hunters and pirates, this is probably the most accessible space-faring game we've ever seen. It's fast, fun, skill-based, but also as close to that World Of Warcraft populism as a spaceship game is ever likely to be. The game focuses on friendly PvE, but will also open up to allow players who want to fight to get stuck into specific PvP zones. It's been delayed for over a year as NetDevil and Codemasters put layer after layer of polish onto it, so we're hoping the final thing will delight when it enters the orbit of our attention in 2010.

Combat is easily controlled via normal WASD and mouse controls.

Players can choose to dabble in a casual shooter, or commit to the full war.

10 GLOBAL AGENDA

Hi-Rez Studios / Hi-Rez Studios / ETA: Spring 2010 / LINK: www.globalagendagame.com

Perhaps, even after all the games in this list, you're still looking for something a little different. Well maybe the game you're looking for is actually Global Agenda. This is, on the surface, a team-based shooter, but the matches have *meaning* – every session you play is tied into a huge battle for resources in the Global Agenda universe. Obviously many players might choose to drop in and just play it as a shooter, but those who want to reap the persistent benefits of the battle, and to leave their mark on the world, can choose to pay a sub and get involved in the alliance game. It's an interesting dual-classed approach to making an MMO, and it'll be fascinating to see how players to take to it. It's experimental approaches like these that are going to define the future of MMOs, and decide how the landscape of gaming looks come 2011.

Runes of Magic

FREE 2 PLAY MMORPG

PLAYBACK OPTIONS: ENHANCED

Features

- Massively-online-role-playing-game without any fixed costs
- Extensive dual class system with 30 combinations available
- Mounts and pets (horses, tigers and many other creatures)
- More than 1,600 quests and quest series embedded in an epic storyline
- Player vs. player fights (battlegrounds, guild- and arena-battles)
- Instances, dungeons, boss and elite opponents as well as raids with up to 36 players
- Versatile spells and attack-skills plus unique elite-skills
- Combination system with hundreds of runes and crafting materials for individualised items
- Player- and guild-housing

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www.RunesofMagic.com

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CATCHING UP WITH...

Bounty Bay Online

High adventure on four of the seven seas...

Publisher: Frogster Online Gaming
Developer: Snail Game
Heritage: N/A
Link: www.bountybayonline.com
OUT NOW

Okay, so it's not totally 100% historically accurate.

So, Whitley Bay Online. What's all that about then? Simply put, it's a multiplayer world of high adventure set against a backdrop of northern England poverty and a declining steel mill industry. Level your combat skills by fighting hordes of 'stags' and 'hens', explore ancient ruins such as the fabled Am'usement Al-ar'cades and the Southern Parade, encounter local heroes, like that drug dealer off Byker Grove and the guitarist from Duran Duran, or team up with fellow Whitlies to form a 'local council action group' (the game's version of guilds) and brave the terrifying instanced dungeons of North Tyneside or the trading hub of the Park View Shopping Centre (not all features available, M&S Food Hall to follow in next spring's expansion pack, Back to the Bay).

Actually, that all sounds vaguely more entertaining than the thought of embracing yet another of the seemingly countless throng of free-to-play Asian MMOs that try to set up a foothold in the West, but Bounty Bay Online is one of those surprising packages that has managed to rise above its negative-press heritage and not only establish that foothold, but capture a sizeable audience and convert itself to Western gaming ideology with more than a passing degree of success.

Originally starting out life in 2007 as Voyage Century Online, BBO told of pirates, merchants and explorers in the 17th century, sailing the seven seas, fighting, trading, levelling, grinding and crafting plenty of gear to sell to other sea-going merchants.

What set it apart from other Asian Internet cafe-friendly grindfests of the time was the whole sea-going aspect. While most of the online titles in the Eastern region concerned themselves with angels, Elves and/or demons going on mass rat-killing sprees before

The latest expansion adds in South America.

The shortcut to Sportsdirect.com @ St James' Park Stadium.

Bounty Bay Online cont.

fighting over castles, VCO opted for a slightly slower-paced, naval tactics-inspired combat system, with grand galleons bristling with cannons going at it on the high seas (coupled with a fair amount of land-based animal and monster killing for good measure). But crucially, there was as much to be gained from exploring and trading journeys as buckling swashes, and it was this aspect that made the boys and girls over at Frogster (an American/German outfit adept at providing 'casual' MMOs to Western markets) think there was good reason to run it through the translate-o-tron and repackage it for a European/US release under the new name of Bounty Bay Online later that year. Coupled with the timely popularity of the Pirates of the Caribbean films and buoyed by the news of a rival piratey game (Pirates of the Burning Sea from SOE) due out at the same time confirming a perceived marketplace interest in the subject matter, BBO was unleashed on the West and promptly vanished from view due to it not being World of Warcraft.

Nonetheless, it persisted, built a small but loyal following, saw the SOE rival run aground in shallow water, and then took the bold decision to go free-to-play in April 2008 (relying on microtransactions for high-powered goods for an income). This seems to have the desired effect as the difference in population numbers when logging on today as opposed to in the months after the Western launch is significant (you can't move in Seville for player-run 'shops').

"The latest expansion widens the gameworld beyond the Atlantic and Mediterranean shores"

This NPC hasn't moved for almost three years.

And development is still going strong, the latest free expansion (Beyond the Horizon) expanding the gameworld beyond the Atlantic and Mediterranean shores, bringing in most of South America to explore, adding in social features such as weddings (seriously), refining the presentation and interface a little and, most importantly, completely

WHAT'S MY LINE?

The new expansion has brought some much needed focus to the characters in BBO, providing a skills framework for each…

Caribbean Pirate
An 'up close and personal' fighter, specialising in axes on land and short-range cannons and at sea.

Royal Military Officer
A jack of all trades when it comes to combat, and a good starting point for new players.

Treasure Hunter
Speed and long-distance combat is the explorer's stock in trade, utilising pistols and mines.

Imperial Guardian
The master of the swords, this warrior elite likes nothing better than to wade into combat.

Bounty Bay Online cont.

revamping the whole new player experience in line with the five new character classes being introduced (see the What's My Line? boxout).

This is significant, as the key stumbling block for anyone trying to get into the game prior to this was the fact that it couldn't have been more incomprehensible if it had been left in the native Chinese language. Previously, new players were simply thrown into a deep end to rival Davy Jones' Locker (yarr!) and expected to just figure it out. Now there's a 'storyline' quest mode that takes you through pretty much the entire game, covering every aspect, introducing the world bit by bit, and making everything a damn sight more attractive.

It's not perfect. There's still a fair amount of 'amusing' mistranslations on show, there's a degree of polish to things that's still missing (the most significant being one part of the quest that tells you to go to Seville to speak to someone when it in fact means Stockholm). Luckily, there's a vastly increased audience running around now, which means help is never hard to find, be it in-game or on the forums.

And there's more to come. Over in Asia, Voyage Century Online has just announced a new expansion pack, bringing Atlantis into the fold (oh yes, BBO gave up its pretence at realism a long time ago), which means Bounty Bay Online will no doubt see it later in 2010, ensuring a lifespan that is set to continue for a good while yet.

Sunrise or sunset? Metaphor or just a pretty picture?

There's just not enough open sea travel in MMOGs these days.

Roll over screen for annotations

"THE BENCHMARK FOR ACTION GAMES
HAS JUST BEEN RAISED"

– CVG.com

CALL OF DUTY MODERN WARFARE 2

PLAYBACK OPTIONS: ENHANCED

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Frogster Interactive

The sails may be a little frayed, but the good ship Bounty Bay is still free to plunder

> **"Strong guilds can take over towns in the game world and then decide upon their destinies"**

Runes of Magic may have been the game to capture all the headlines for Frogster in 2009, but the German-based publisher still has plans for its successful buccaneering MMO. We sit down with Product Manager Roman Schräder to explore the past, present and future of Bounty Bay.

Bounty Bay Online was your first significant MMO release. Why did you decide to bring it (Voyage Century) to the West?
Being successful on the European market with an Asian-crafted MMOG depends on many different criteria. We had the sentiment that an online game with a charming pirate and sailor setting could well match the taste of European players. Even more, because at that time there was nothing similar in the MMO genre. Given the nice development of the community to over 250,000 players, I think we did a pretty good job.

What is it about Bounty Bay Online that makes it unique?
The historical setting in the golden age of famous explorers like Magellan or Columbus, as well as the open levelling system. You can always re-decide which path you want to follow in the progress of your own character. Moreover, Bounty Bay Online has much to offer in PvP. Almost everywhere beyond the starter area and safe harbours, players can attack each other. Particularly with the latest expansion 'Beyond the Horizon' we integrated a new tournament system and new player rankings, as well as a new merchant alliance and fleet system. Strong guilds can take over towns in the game world and then decide upon their destinies – and even conquer and expand their own colonies, which then grant them many advantages.

Bounty Bay shamelessly wears its heritage on it's big unwieldy sword.

Not many Asian MMOGs have managed to capture a decent-sized Western audience for as long as Bounty Bay has.

Interview continued

You released the game at a similar time to Pirates of the Burning Sea, but did you see that game as competition?
In fact, we released Bounty Bay Online one year before PotBS was released. Now PotBS has been released we considered it as competitive without being rivalry.

How did you find the process of localising the game?
It's always difficult to localise a game from a language you neither speak nor write, but since we have some excellent Chinese-speaking colleagues in our localisation team, it makes it a bit easier sometimes.

As much effort as can be put into adapting the UI and translating in-game text, how much does the experience of playing BBO differ from Voyage Century?
Since we are the first and only publisher worldwide having Voyage Century also converted into a subscription-based game, we also have written some unique quests coming along with that 'classic' version. We think that this makes a quite big difference to the original Chinese version.

You released the game at a time before free-to-play games were as accepted as they are now, but do you regard BBO as a successful game?
We started Bounty Bay Online with a subscription model, which worked quite well. When we launched the first free-to-play server for the game in April

Sea battles are a pleasant part of life in Bounty Bay.

250,000 players, all of which seem to be hiding right now.

Voyage Century Online is still sailing.

Interview continued

2008, the user base increased so rapidly that we had to launch a second one soon after. We took this rapid development as a proof that European players also accept and acknowledge this model.

With more than 250,000 registered users, three language versions running, a very strong fanbase as well as regular add-ons and expansion, we are very content with the development of the game.

Would you say BBO has a strong player community?

Yes. In my opinion we have one of the strongest player communities I have seen so far. Our guilds are so dedicated, that a union of some of their leaders even came to our Berlin office once to discuss some game orientated issues with us. Since then we are cooperating with them even more closely.

"With more than 250,000 registered users and a very strong fanbase, we are very happy with the development of the game"

What is planned for 2010 in Bounty Bay Online?

We won't stop or rest on our laurels. More updates and add-on are planned – maybe being released in the middle of 2010. It's too early to be exact on that date, but more is coming for sure.

More is planned for the year ahead – maybe a shopping mall here?

Is that some kind of Roman galley?

…and a gladiatorial arena? Neat. Two hackneyed histories for the price of none.

Bounty Bay Online

Publisher: Frogster Interactive
Developer: Snail Game
Heritage: Dark and Light, Age of Armor
Link: www.bountybayonline.com
OUT NOW

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NCSOFT
LINEAGE II TEAM

CONTROL Close Issue Print Page Search Issue Zoom In Zoom Out Toggle Full Screen Previous Page Next Page

Publisher: Codemasters
Developer: Turbine
Heritage: Lord of the Rings Online, Dungeons and Dragons Online, Asheron's Call II
Link: www.lotro.com
OUT NOW

Lord of the Rings Online: Siege of Mirkwood

Good things come in small packages

"Filled with unpleasant denizens like Orcs and creepy spiders, Mirkwood exudes an evil presence"

The nice thing about Lord of the Rings Online is not that you don't need to have read the books, or seen the movies or even glanced at Wikipedia, rather that you'll want to. The newest expansion to Turbine's acclaimed MMO is going to make you want want to, so add the books and movies to your Christmas list right now. It's also going to give lower level players the kick up the backside they need to level and will, no doubt, have legions of level-60 players camping out impatiently on the banks of the Anduin, on the edge of the Elven lands of Lothlorien.

Getting to Mirkwood is, of course, simple, and the docks of Lothlorien are your first port of call. A simple quest chain sets the scene, explains the threat of Mirkwood and the Nazgul ruling from the tower deep within. The contrast between the autumnal, golden woods of the Elves and the dark, dreary and frankly creepy forest of Mirkwood is startling. This new area feels very much like a blot on the landscape of Middle Earth, and is distinctly dangerous. As a result, the level cap has been raised to 65 but even then, don't expect the content included in Siege of Mirkwood to be a walk in the park.

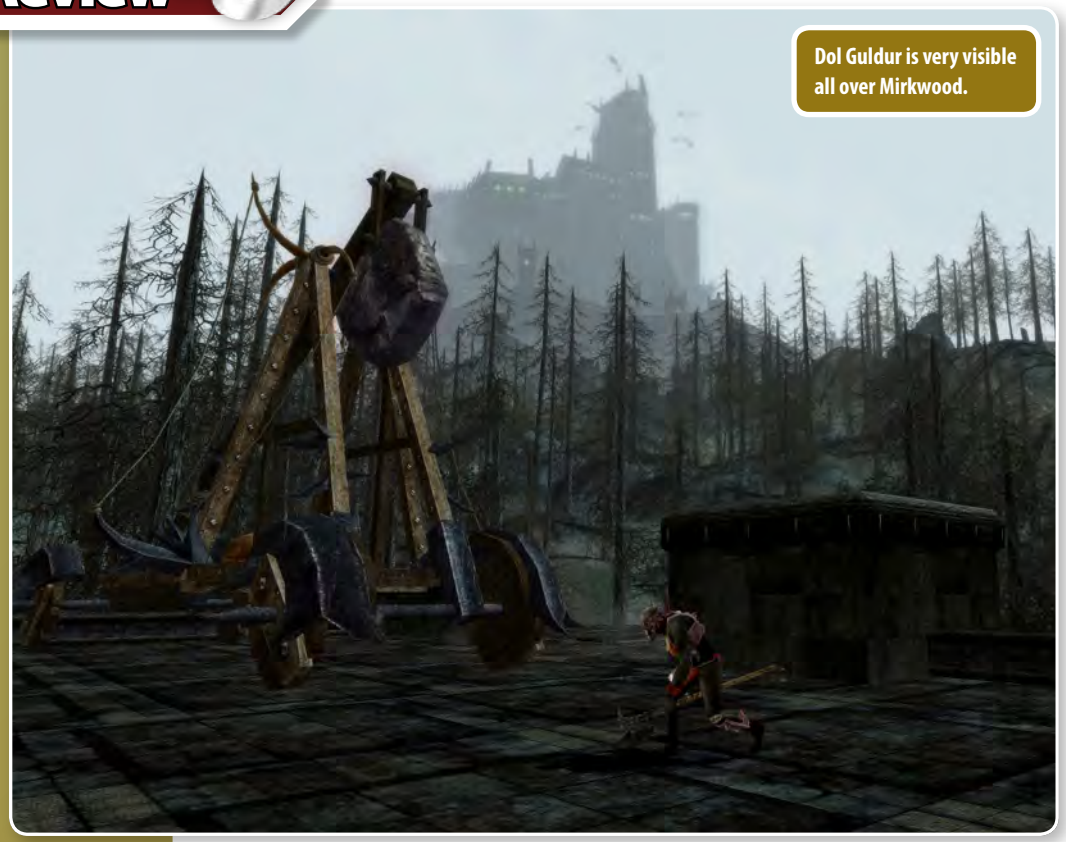
Unpleasant denizens

Filled with unpleasant denizens like Orcs and creepy spiders, Mirkwood exudes an evil presence, and the nearer you get to Dol Guldur, the larger and more unpleasant the mobs seem to get. Inside is one of the biggest dungeons ever, with waves of elite mobs which tower above Fellowships. From the moment you enter the forest of Mirkwood, Dol Guldur is visible through the mist and trees, a constant reminder of the reason you entered this creepy forest in the first place. The foreboding castle is the seat of one of the Ringwraiths and the location for new raiding content.

It's also huge and offers different wings and content for three-man, six-man and 12-man raids. That

You have a choice of dungeons but they must be completed before Halls of Reflection.

You've been wanting to do this since Shadows of Angmar.



Dol Guldur is very visible all over Mirkwood.

Lord of the Rings cont.

alone should show how incredibly challenging it's going to be, but the Turbine devs couldn't give us an idea of how long it would take to get to the final boss, the fearsome Nazgul lieutenant of Sauron himself. This means there are an awful lot of mobs to slaughter and trash to clear but, fortunately, there will also be teleporters, which should shorten the trip somewhat. Even with these though, there's no way you'll clear this in one night, perhaps not even a weekend. Dol Guldur is essentially the LotRO equivalent of WoW's Karazhan.

Middle Earth has heard the call of war and will be forever changed by it. Aside from streamlining aspects of the UI, which also includes turning your mount-riding ability into a skill (thus freeing up a useful inventory slot), the big focus is on a new PvE activity: the Skirmish.

YOU SHALL NOT PASS!

Mirkwood is a terrifying place…

KILLING TIME **LOOKING CREEPY** **DEADLY MOBS**

Of Orcs and Men… Mirkwood is thick with things that want to kill you. The whole forest is well defended.

THE HILL OF SORCERY

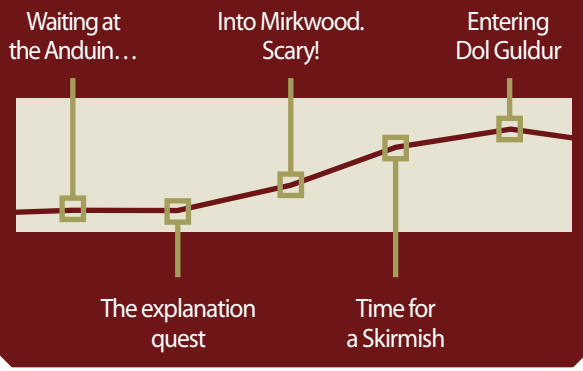
Dol Guldur towers over Mirkwood but what is it? It was mentioned in the movies right? Dol Guldur means 'Hill of Sorcery' in the Elvish language of Sindarin, and Tolkien suggests it was Sauron's base of operations before the War of the Ring, when he was known as the Necromancer. The name originally applied to the raised area on which the fortress was built but eventually

became synonymous with the fortress itself and, in recent years, it has become the seat of one of his Ringwraith servants.

Go head to head with skeletons.

Hobbit takeout.

PULSOMETER: Signs of life



Lord of the Rings cont.

So what is a Skirmish? Think a PvP battleground remixed into an instanced PvE experience. By talking to NPCs you are first given a tutorial which explains the basics of the Skirmish system. Take Bree, for example… the town is under siege by Orcs and other unpleasant creatures and you have to help the townsfolk make a stand by freeing certain places or monuments. You also get random achievements to do and some cool bosses to kill, too.

Skirmishes are short, sharper and – most importantly – fun. But they also bring home the reality of Sauron's rising power. It's not just Rohan or Mordor or Mirkwood, oh no, the War of the Ring now affects everyone. And don't forget the loot. Indeed, it's the perfect thing to do while you wait for your Fellowship to gather for that Dol Guldur run.

There are tweaks across the board. Crafters get more legendaries, fighting feels more natural and fluid, and the UI has been tweaked in little but important places. The new Mirkwood environment really shows off the graphics engine and you do actually feel like you're wandering in the cursed forest. Riding is even more fun now you don't get kicked off your steed to talk to an NPC and it gives that tiny note of realism to an awesome fantasy world.

While Siege of Mirkwood offers lots of content especially for endgame players, the speed at which it has been deployed, along with the content itself, makes it feel much more like a mini expansion. There's a lot, but it doesn't feel like half of the content we got with Mines of Moria. Fortunately the storyline is epic and we've got a year's worth of books to come before the Mirkwood saga is complete. If you're a LotRO fan then you'll want to check it out.

MMOZine Verdict

The latest expansion, while compact, doesn't disappoint

- ✓ New raid and PvE content
- ✓ More lore
- ✗ Not that much for lowbies

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EVE DOMINION

Publisher: CCP
Developer: CCP
Heritage: Elite, Ultima Online
Link: www.eveonline.com/Dominion
OUT NOW

Eve Online: Dominion

The latest free expansion of Eve Online shakes its foundations and tweaks its cosmetics

The evolution of Eve Online has been one of the most fascinating processes in all of game design. It has, however, managed to become bogged down with some decisions made early on, and Dominion is – in part – an attempt to rectify these issues. The crucial change is the one which CCP have made to sovereignty, or the claiming of territory, which hasn't changed that radically since it was formalised in 2005. But we'll come back to that in a moment.

First, let's cast a nebulae-spangled eye over the general improvements and tweaks that CCP have made to their pocket universe. On the surface the most obvious tweaks are a slightly slicker interface and a graphical overhaul of planets and starfields. These were long overdue, and the new planets look spectacular – gaseous bands swirling across the surface of gas giants, cities visible on the surface of populated worlds, cracked and glowing magma furnaces on inhospitable volcanic worlds – all adding to the ever-glossy presentation of Eve's galaxy. A few other visual tweaks are in evidence too, such as the alteration of certain weapon effects.

A pirate's life for me

In terms of new content, Dominion is fairly light, but it does offer something for mission-runners operating in pirate areas. Like the major factions, the pirates now have epic mission arcs, which are story-led sequences rather than being just a handful of missions that need to be repeated over and over. It's an improvement that ties into one of the other crucial overhauls – that of faction ships. Points from missions are generally used to purchase specific loot from various factions, and the best of these are the faction ships. These have all been altered in their role – to provide each one with a more specific optimal loadout – and the expansion also introduces Navy versions of the Typhoon, Armageddon, Dominix

Low level cruisers are weak, but they're also disposably cheap.

Giant freighters have become necessary to supply Eve's pilots.

The maller remains one of our favourite ship chassis.

Even the useless newbie ships have a certain charm to them.

Dominion continued

and Scorpion. Great news for the ship collectors, and for the super-rich.

At a less lofty level there are even some new tutorials. One of the most consistently criticised aspects of Eve was the way in which it treated beginners with its steep learning curve. The two new tutorials represent yet another attempt to address this, by teaching players how to use the new probe system – which arrived in the last major update – and teaching them some of the basics of staying alive through PvP. These are absolutely vital lessons for any Eve player, and it's splendid to see them appearing in the front end of the game. Both topics can be disheartening for a newbie, and we regularly wonder how many people the game has lost because they were ganked while out exploring, and never really understood how to avoid getting into such trouble.

You've got eve-mail

Perhaps most functional of all are the rebooted in-game browser, eve-mail, and fleet systems. The browser means that players can more readily have the game full-screen, without needing a window to check their killboards or Google – it's a fully functional web browser. Likewise, the eve-mail system has been expanded so that it's more like a regular email client. Busy corporation leaders or traders can now sort through things more efficiently. Finally, the fleet system gets its own graphical interface, and allows anyone in a particular allied block to see what fleets are going on, and what they can join. It's clever stuff and should allow for more efficient fleet management in the larger power blocs.

Now we return to that change in territory. Previously territory claims were based around the player-owned structures deployed through a system. The more that were deployed, the trickier it would be for an attacker to take the system. Now though this has been changed to a single module which must be maintained by the claiming entity. Essentially, this new

CAPTURING SPACE

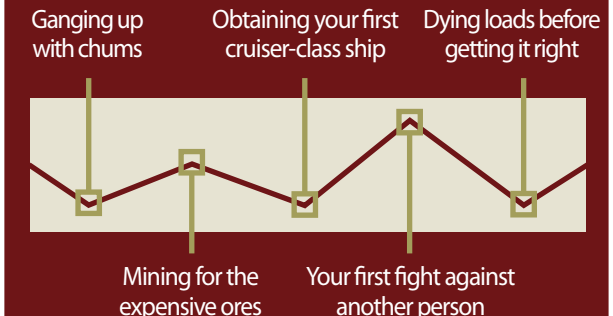
Space may be infinite, but your lifespan certainly isn't

FIND A SYSTEM | CELESTIAL OBJECT | ON THE DEFENSE

Finding a suitable system can be tricky. It's likely your alliance will need to contest the space claimed by someone else.

The new planets are spectacular additions to the Eve palette.

PULSOMETER: Signs of life


Ganging up with chums
Obtaining your first cruiser-class ship
Dying loads before getting it right
Mining for the expensive ores
Your first fight against another person

Dominion continued

system means that cost of claiming territory for a single entity increases exponentially, which should reduce the vast 'AFK empires' of old, even if it does little to reduce to projection of capital-ship power seen in the past few years. It's still not going to allow very small groups to carve out their own pockets of space, thanks to being so expensive to run, but Eve's many medium-sized entities will hopefully at last be able to claim a piece of space as their own.

Dominion is very much an expansion for existing players. We don't believe the sovereignty change is radical enough to bring back players who were disappointed with the way the territory game has gone, but we do think it will see the balance of power shift enough that territory wars become interesting once again. Watching the system settle down and be properly understood by the various factions is going to take a while and, like almost everything in Eve, it's only going to be time that really tells whether it can be considered to be a long-term success or not. ●

FREEZE FRAME

Taking you through the game one step at a time

1 HOUR
Setting off on some early missions and you begin to see how vast Eve is.

1 DAY
Earn enough to get a ship that isn't the basic frigate. Lose it, get frustrated.

1 WEEK
Get the hang of things as you learn the interface and talk to people.

1 MONTH
You've begun to find your role. You have a cruiser and you can make money.

1 YEAR
You've joined an alliance, learned to PvP, and now command a fleet of ships.

MMOZine Verdict

A solid free expansion for one of the better MMOs around

- ✓ Great new UI tweaks
- ✓ Territory rebooted at last
- ✗ Limited new content for newbies

Alganon

Publisher: Quest Online
Developer: Quest Online
Heritage: Empire of Istaria
Link: www.alganon.com
OUT NOW

Spot the difference…

In some respects, Alganon is a carbon copy of all that is good about MMOs, as it bears a marked – and much discussed by both Alganon's GMs and players – resemblance to World of Warcraft. However, rather than just being yet another title in a sea of online games, Alganon has its own unique angle which attempts to set it apart from the rest: social networking.

Game lore is quite detailed, and also offers the first glimpse at how the players are at the heart of the game. Even before launch, the game had a thriving community of players who used the social networking sub-site, MyAlganon. The developers have also taken pains to get their player base engaged with the world they're creating and already appears to have quite a cult following.

Mobs are generic but brightly coloured and very eye-catching.

As with most MMOs, you can choose to play two opposing factions – the Asharr and the Kujix in this case – and within those there are several races. However, perhaps the only unique part of this is during the character creation screen, as well as picking all the normal attributes, you also choose a family which reflects what kind of player you are – for example, a die-hard raider or an explorer. It's a great touch which makes a good start at setting Alganon apart from the hundreds of other MMOs.

What would a fantasy MMO be without giant spiders?

Both factions have their own capitals, this is the Asharr's.

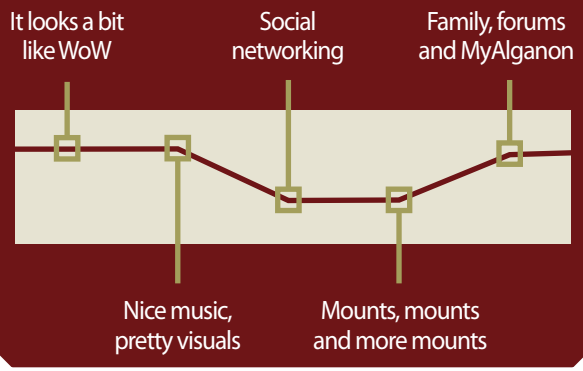
Alganon continued

While the lore is engaging and the visual look pretty, in some ways Alganon borrows too much from other MMOs. It take those generic things – such as the UI placement – that have worked on other titles and reuses it. Indeed, this is part of why the game has garnered such negative press from WoW players, as some of the menus are near carbon copies of Blizzard's beloved IP. That said, in some ways this could be seen as a positive thing and smooths out the game's learning curve. Essentially, if you play WoW or Aion and fancy giving Alganon a go, then you will be able to do it blindfolded.

Unfortunately, while the in-game visuals are nice and the landscapes varied, the character designs are pretty basic. Mages' robes are more like dresses, the character designs are lacking in detail and are generic with clashing colours. It's hard to form a relationship with your avatar, and to want to level them up and invest time in getting them to a point where they can play important roles within the game.

While Alganon is not a bad game, it's hard to shake the impression that the social networking side is the only think which make the game unique. Unfortunately, it doesn't feel like that's enough. Although it may still be early days, Alganon feels more like one of the host of free-to-play titles which have swamped the market in the last 12 months. Yes, it has a unique selling point that attempts to transform the genre, but it's not enough to make this game the next big thing in the world of MMOs.

PULSOMETER: Signs of life


It looks a bit like WoW
Social networking
Family, forums and MyAlganon
Nice music, pretty visuals
Mounts, mounts and more mounts

MMOZine Verdict

Alganon tries to be MMO 2.0 but falls short

- ✓ Tries to get the playerbase involved
- ✗ Feels like a clone of other MMOs
- ✗ Ugly avatars

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Publisher: Frogster Interactive
Developer: Runewalker Entertainment
Heritage: N/A
Link: www.runesofmagic.com
OUT NOW

Runes of Magic: The Elven Prophecy

> "Upon hitting level 10, you are finally able to choose your second class"

Elves may be flimsy and fey, but they can fight with the best of 'em

If you thought all quality fantasy MMO games came with a monthly subscription then you were wrong. Runes of Magic has set a high new standard for free-to-play games with features that were formerly only found in top subscription games.

The Elven Prophecy was the first Runes of Magic (RoM) expansion. It introduced a new graphics engine, two new classes – Warden and Druid – and the playable Elven race. While the graphics are what would be considered average for a subscription-based game, they are very nice for what we usually get from a typical free-to-play title. The new classes offer a bit of diversity to the traditional Mage, Warrior, Rogue, Priest lineup, especially when considering combinations for the dual class feature.

The crafting system takes a bit of getting used to, but it is enjoyably complex and useful.

A foundation of lore

Every role-playing game is built upon a foundation of lore – the story of who people are and why they do the things they do. In Runes of Magic the lore is a bit ungainly, but that may be due more to clumsy translation than flawed writing. The basic storyline is as intriguing as it is awkward, and will leave you wanting more information to fill in the gaps.

The early quest zone is pleasantly compact, making quick work of the initial levels 1-10. Upon hitting level 10, you are finally able to choose your second class. The dual class feature is a great idea, but the reality leaves a lot to be desired. Each class must be levelled separately. As a result, it feels as if you are forced to level your character twice. This would be a deal breaker for us but for the other exceptional features the game has to offer.

With an in-depth crafting system, it is very satisfying to spend a few quiet hours gathering and crafting. Each

Daily quests are indicated by a blue question mark.

Valley of Preparation
Pennylayne
13 TP
Completed Quest Defeat the Spiders
You obtained [Supply Kit]
You obtained [Metal Ring]
[Say] [Mithra]: Pennylayne Thank you! We wish you good luck! Cheers!
You will start a fantastic journey with the blessing of Roping.

There are multiple types of mounts in the game, from horses to ebony pegasi with amethyst wings.

The house maid offers a menu that allows you to access your bank and switch primary specs from within the safety of your home.

Runes of Magic cont.

item crafted has a chance to 'proc' into higher quality green or blue items, resulting in eager anticipation of each finished 'make'. You may also craft in the privacy of your own home or even your guild's castle. Housing not only gives you storage for your materials and loot, but also serves as a place where friends can visit. Housing is free for all players and offers bank access and class changes through the services of a housemaid NPC.

RoM offers a choice between Player vs. Player (PvP) and Player vs. Environment (PvE) servers. PvE servers offer consensual PvP through a dueling system and voluntary flagging. When you do flag, your opponent must also be flagged before combat can begin. It is a simple combat system with no risks or rewards.

PvP servers, on the other hand, offer free for all worldwide PvP combat, but only after you have reached level 15. While that is enough to make avid PvP'ers grin in anticipation, what makes the PvP servers truly exciting is a murder/reputation system similar to Ultima Online, but with some wicked twists.

Reputation is a number line, with new players beginning at zero. Players in the negative are 'Evil', while players on the positive side are 'Good'. Coloured names and titles indicate progression into good or evil, which is all very standard. The twist is that it doesn't stop with pretty colours and spiffy titles. There is a devious risk and reward system in place.

DUAL CLASS SYSTEM

When you hit level 10 it's time to pick another class…

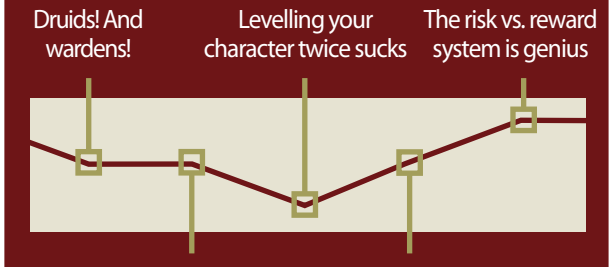
SECOND CLASS | TALENT SHOW | SWAP SHOP

Having to level both classes separately is a serious problem with the dual class system.

Evil players receive increased damage, talent points, special items and titles but they suffer from decreased defenses, an increasing chance to drop loot on death and the possibility of being sent to Hell (prison). Good players receive increased hit points, a reduced chance to drop loot on death, special items and of course their own set of titles. Reputation gains and losses are decided by the results of the fight rather than who initiated the attack. If an Evil player defeats a Good player, the evil player looses

Quest windows give a detailed explanation of the quest as well as potential rewards.

PULSOMETER: Signs of life


Druids! And wardens!
Levelling your character twice sucks
The risk vs. reward system is genius
Housing is important for a sense of community
An interesting crafting system is always good

Runes of Magic cont.

reputation as does the good player. Also, as you'd expect, if the Good player manages to defeat the Evil one, the Good player gains reputation.

If you have played WoW or any game using the 'standard MMO interface' you will be familiar with the game's controls. Another upside to Runes of Magic is that players can create add-ons for the game. In fact, RoM feels very much like vanilla WoW and many other MMORPGs on the market. Unless you've been playing something like Darkfall, the interface, graphics, questing and PvP will be very comfortable for you.

You can't help but compare Runes of Magic to other subscription-based fantasy MMOs; it's just that good. The fact is that it's not a subscription game, it's free-to-play, and when compared to other F2P games on the market it's simply outstanding. If the developers can eliminate the pervasive gold spam and fix the dual class levelling system, RoM will be competitive enough to lure gamers from better-known subscription games. RoM has earned a lot of respect for the F2P game market.

MMOZine Verdict

It just gets better and better

- New race is well integrated
- Old features have evolved
- PvP system is exceptional

FREEZE FRAME

Welcome to Varanas (again)

At level 10 you are able to pick up your second class. You must travel via airship to the city of Varanas.

The city is beautifully designed throughout and, it has to be said, makes quite a visual impact.

It's large enough that there are NPCs who offer instant teleportation to various sections of the city.

Once in the class hall, you may speak to the trainer of your choice to learn your second class.

The Basic Equipment Merchant offers 'newby kits' that contain class appropriate starting gear.

RE-REVIEW

Champions Online

The fights get tougher, the bad guys get stronger, but the game remains the same

Publisher: Atari/Namco Bandai Partners
Developer: Cryptic Studios
Heritage: City of Heroes
Link: www.champions-online.com
OUT NOW

Champions Online has changed a lot since it launched, sadly these changes haven't been in the one area that it really needed. Cryptic Studios has tried to listen to all of the feedback, and made a lot of noise about all the usual class-balancing nerfs and tweaks that always accompany an MMO's early weeks. What it hasn't done is address the way the game is flawed at its very core.

For instance, players complained a lot about the lack of mission content once you hit the mid-20s. Cryptic's answer was to seed a few 'repeatable' quests in there of the 'Kill 150 bad guy X' type. The complaint was that at this stage, the game becomes far too grind-heavy. The solution, therefore, is not to add missions that essentially ask you to grind even more.

The much-vaunted 'Nemesis' system was supposed to be a chance to add variety to proceedings by letting you customise the main villain in your mission quests to something of your own choosing. Again, it does do exactly that, but it doesn't make a squat of difference to how the game plays. In truth, it's only in there because it's a key game mechanic from the pen and paper RPG CO is based on – at least there it gives the Dungeon Master some material to craft stories that tie themselves to the player characters and draw you in – here it's just a chance for you to dress up the master villain you'd still be facing off against, even if the system wasn't included. It adds nothing to the underlying game mechanic.

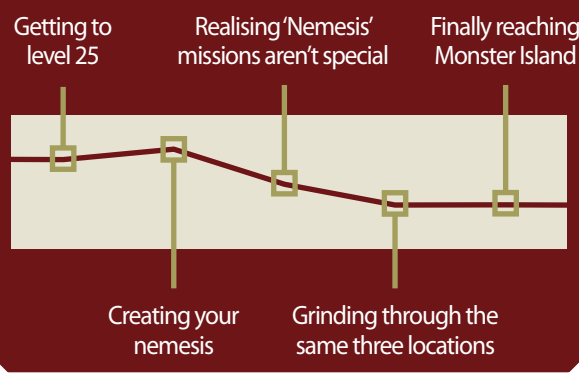
The basic truth is that no matter how high you go with CO, there's

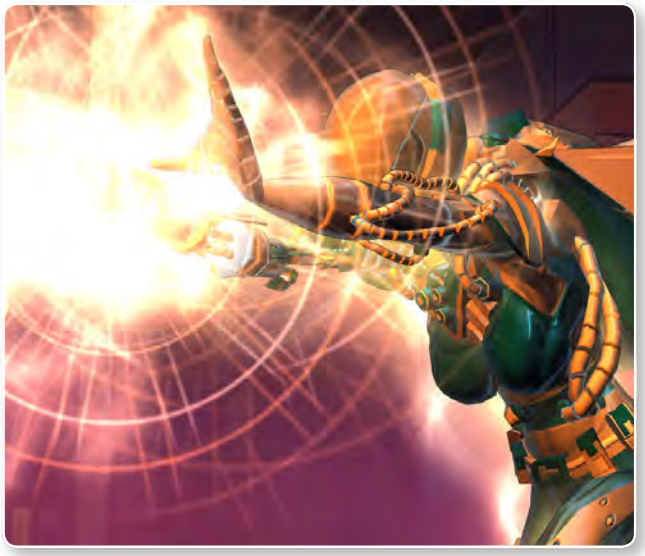
Champions continued

precious little to the game other than continuously blasting villains in the face. Whereas other MMO worlds try to offer something to break up the ever-present combat that persists in them, CO pays little more than the thinnest of lip service to anything non-fight related. Which gets very tiring, very quickly. At some point you need to break up the pace. MMOs are, by their nature, notorious for being ridiculously combat-oriented, but at least other games try to balance that by giving you a fully realised world to explore. Here, you simply shuttle between the same three main 'zones' (Millennium City, the Desert and Canada, occasionally popping over to one of the high-end zones (Lemuria, Monster Island, etc.) once you're high enough, but still doing exactly the same things in all of them.

Like we said, it's not that Cryptic hasn't tried to address the early concerns, it's just that it's been facing a losing battle since the start. Introducing a whole new powerset (Celestial for all you angelic fans out there) and trying to shoehorn 'roles' into the existing framework to offer the pretence of group play being anything other than uncoordinated all-out blasting chaos, have simply served to show just how haphazardly the entire project was managed from the very beginning. The offered 'fixes' simply don't change any of the deep-rooted flaws the game system is presenting, and instead are just attempts to divert your attention away from the fact that, ultimately, CO offers a very shallow experience from start to finish. ●

PULSOMETER: Signs of life


Getting to level 25
Realising 'Nemesis' missions aren't special
Finally reaching Monster Island
Creating your nemesis
Grinding through the same three locations



MMOZine Verdict

Holy non-copyright infringing Bat-like Man!

- ✓ Cryptic still adding content
- ✗ Content horribly repetitive and lacking any depth
- ✗ Little variety in the zones

WIN! TOP GAMING BOUNTY UP FOR GRABS

500 Bounty Bay Online starter packages and Chrimbo sets to give away

Getting ahead when you're first starting out isn't easy, especially in a game full of cutthroats and buccaneers, which is why publisher Frogster are handing out 500 Starter Packages for those itching to lose their land-lubber legs and try out Bounty Bay Online for themselves.

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If that's not enough (and it never should be if you're a true pirate), winners will also receive an exclusive Christmas clothing set, allowing you to parade through the snowy streets in festive garb, perhaps making empty promises to small children, or just brightening up the place with your jovial ho-ho-ho-ing.

In order to be in with a chance of winning all you have to do is answer the following question correctly…

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In MMOZine Issue 18

STAR TREK ONLINE

The sci-fi phenomenon is finally being launched as a fully fitted MMOG, and we'll have a closer look next issue as we take a voyage with the bridge crew at Cryptic Studios.

PLUS!

Allods Online, Pirates of the Burning Sea, Mortal Online, Earthrise, Dofus 2.0, Everquest II: Sentinel's Fate

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